

Edit Boxes

Use this extended rule to define the behavior of an edit box control that has been created using a resource editor.

In an edit box (also known as text box), data can be displayed and/or entered. An edit box can consist of one line (this corresponds to one input field) or several lines (this corresponds to several input fields).

This chapter covers the following topics:

- Adding the Control in the Resource Editor
 - Defining the Corresponding Input Fields
 - Specifying a Fixed Font
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Adding the Control in the Resource Editor

In the resource editor, create an edit box control.

Supported Styles for Edit Box Controls

Multiline
Number
Auto HScroll
Password
No hide selection
Want return
Border
Uppercase
Lowercase
Read-only
Client edge
Static edge
Modal frame
Transparent
Right aligned text

Edit Box for One Input Field

If the edit box corresponds to one input field, you can use the default styles.

Spin Controls

A spin control can be defined for a single-line edit box. In this case, you have to define the following styles for the spin control:

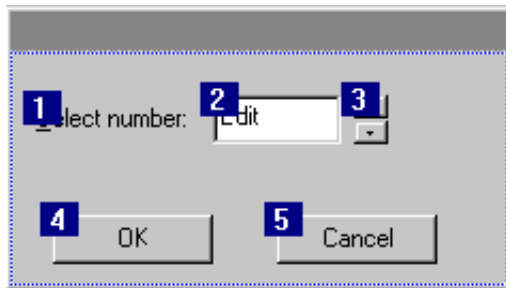
Orientation: Vertical

Alignment: Right

Auto buddy

Set buddy integer

In the tab order, the spin control must directly follow the edit box. For example, if the edit box is the second control in the dialog, the spin control must be the third control.



Important:

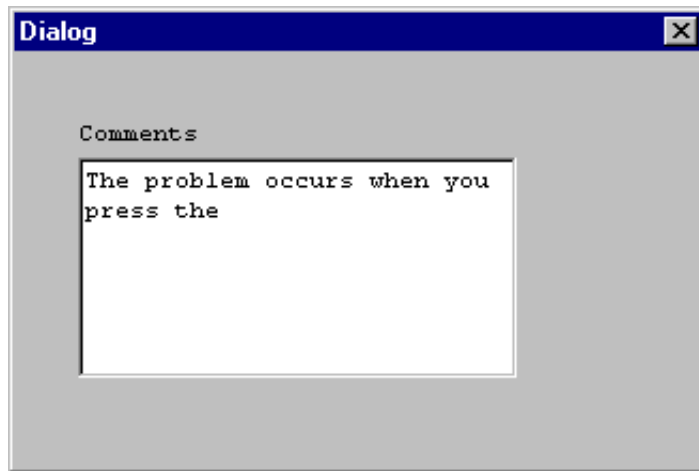
Entire Screen Builder does not support other uses of the spin control.

Edit Box for Several Input Fields

An edit box can be used for several input fields when there are at least two or more input fields in consecutive rows. For example:

Comments.....:	The problem occurs when you press the _____ _____ _____
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The edit box for the above fields may look as follows:



If the edit box corresponds to several input fields, you have to define the following styles:

Multiline

Want return

No horizontal scroll

No vertical scroll

In the Multiline style, each input field corresponds to a row. Example: if there are 3 rows, you have to define 3 input fields.

Defining the Corresponding Input Fields

For each edit box control in the dialog, you have to define the corresponding input field(s) in the character screen.

▶ To define the corresponding input field for an edit box control

1. In the dialog, double-click the edit box control.

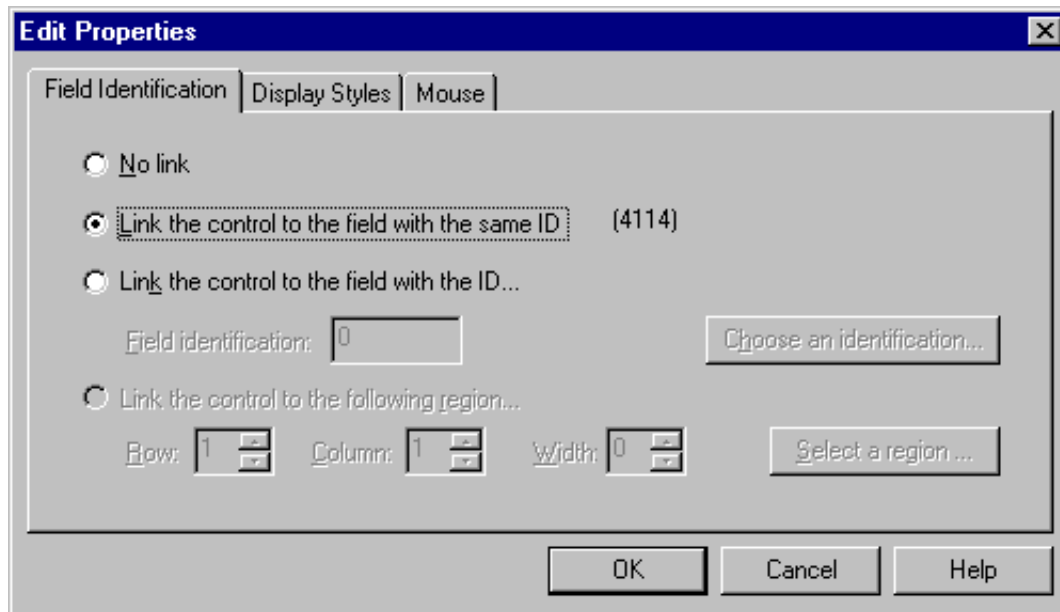
This corresponds to selecting the control and then choosing **Control Properties** from the **Extended** menu or context menu.

Different dialog boxes appear, depending on the number of input fields that have been defined for the edit box (see below).

2. Specify all required information as described below.
3. Choose the **OK** button.

One Input Field

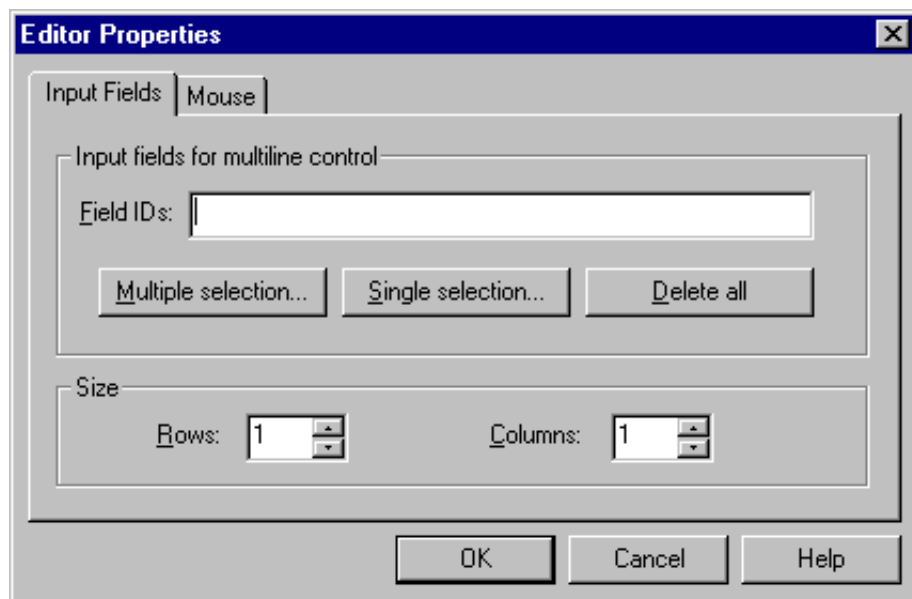
The Edit Properties dialog box containing the Field Identification page only appears when the edit box consists of one line.



Specify all required information on the Field Identification, Display Styles and Mouse pages as described in *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

Several Input Fields

The Editor Properties dialog box containing the Input Fields page only appears when the edit box consists of more than one line.



Make sure that the screen file that is to be used as a template is shown in the scope window.

Input fields for multiline control

Choose one of the following command buttons:

- **Multiple selection**

Choose this button if you want to select all fields at the same time.

- **Single selection**

Choose this button if you want to select one field after another.

- **Delete all**

Choose this button if you want to delete all existing selections.

With multiple and single selection, you now have to select the field(s) in the scope window containing the character screen for this dialog. Either click one field (single selection) or drag an outline around all fields that are to be selected (multiple selection). The ID of each selected field is then shown in the **Field IDs** text box.

If one of the fields detected in the character screen is protected, the control is automatically disabled.

Size

Use the spin buttons to specify the size for the edit box (rows and columns).

For example, if you want to create an edit box for 15 edit fields where each edit field is 76 characters long, you have to specify 15 rows and 76 columns. In the viewer, the edit box will be resized to the specified size.

For information on the Mouse page, see *Defining the Control Properties* in the documentation *Defining the Rules Using the SDK*.

Specifying a Fixed Font

It is mandatory to change the font for the edit box and use a fixed font (such as Courier or Courier New). To do so, you can use the font toolbar. See *Font Toolbar* in the documentation *Defining the Rules Using the SDK*.